



BLOODY ROAR 3[®]

TEEN[®]
T
CONTENT RATED BY
ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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BLOODY ROAR 3

STORY

Several years have passed since the world came to recognize the existence of the Zoanthropes—humans with the ability to transform into beasts, possessing strength, speed, and combat skills far beyond that of ordinary men.

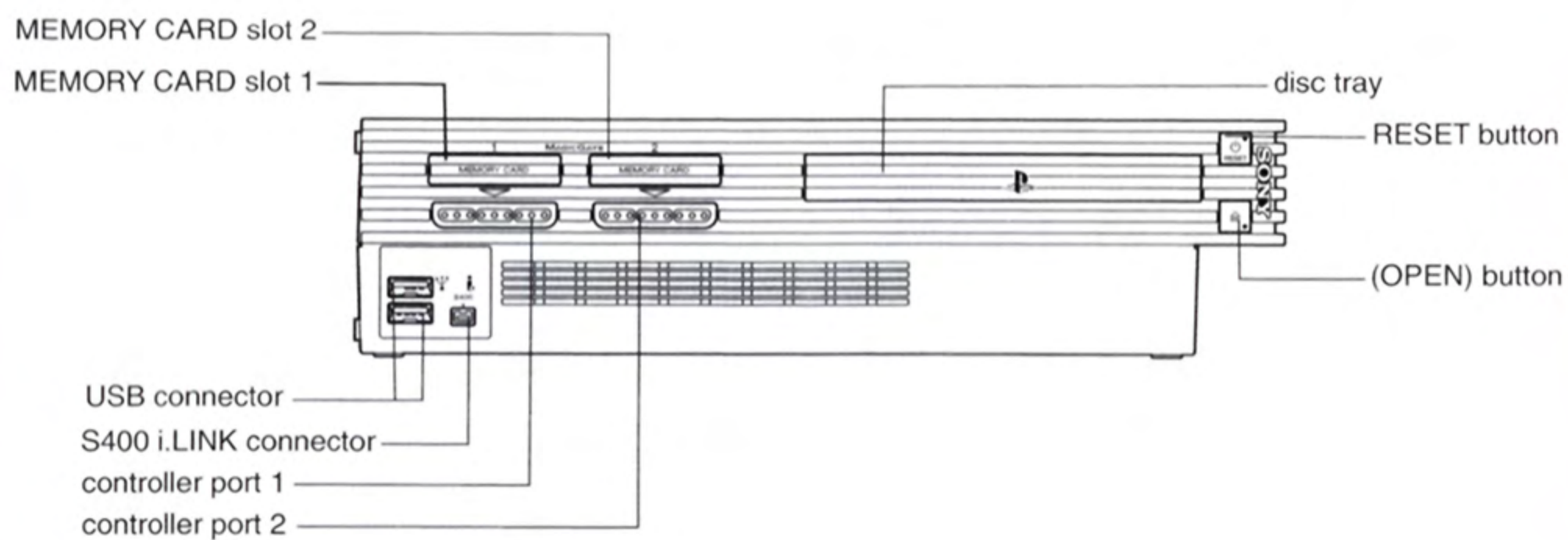
Recently, an odd phenomenon began to spread among some of the Zoanthropes. Strange marks appeared on their bodies, which they referred to as “Crests.” Zoanthropes with Crests became capable of wielding power far beyond their natural limits, but the incidents of death among them, causes unknown, were reported one after another.

The brave individuals who fought against the various organizations that schemed to abuse the power of the Zoanthropes faced the fear of death themselves, as they too discovered the Crests on their bodies. With the fear of their own mortality weighing against them, these individuals made up their minds to stand up and fight, although they didn’t know their enemy.

What is the secret behind the Crests and what is the unearthly power they possess?

Not even God knows how long they have to unlock the mystery...

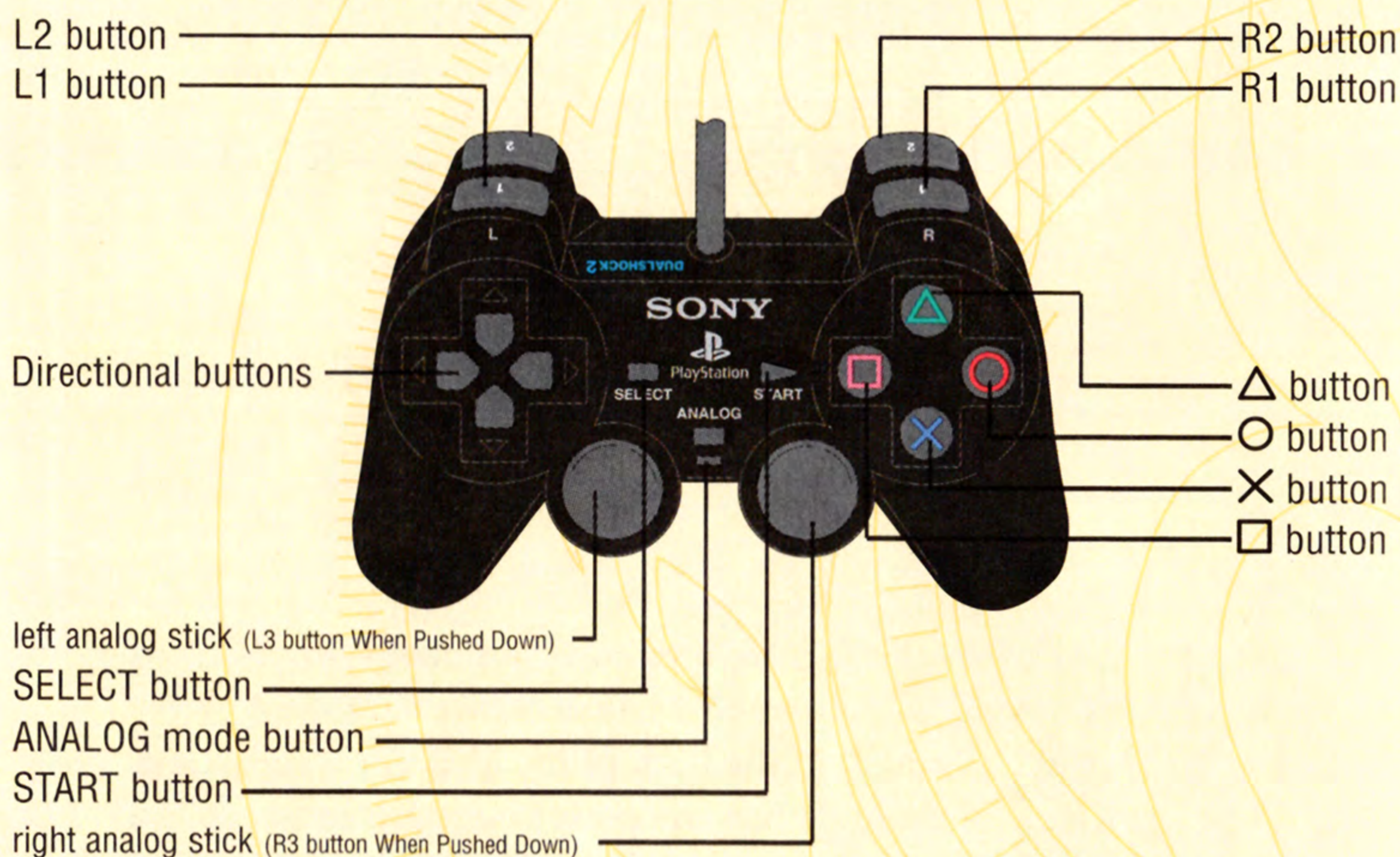
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Bloody Roar 3 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



CONTROLLER SETTINGS

You can change the control method and button configuration by selecting **CONTROLLER CONFIG** from the Options menu (See page 12). The explanations in this manual are based on the default settings.

The vibration function can be turned **ON** or **OFF** by selecting **VIBRATION** in **GAME SETTINGS** from the Options menu (See page 11) regardless of whether the mode indicator on the controller is **ON** or **OFF**.

CONTROLLER

DUALSHOCK™2 analog controller

DUALSHOCK™2 analog controllers and other controllers can also be used. Two controllers are required for two-player versus fighting.

L2/R2 buttons

Menu: Not used.

Game: Sidestep.

L1 button

Character Select Screen: Selects random character.

Game: □ + × + ○ buttons (Beast Drive.)

R1 button

Menu: Not used.

Game: Performs Heavy Guard.

Directional buttons

Menu: Moves the cursor, selects the stage.

Game: Moves the character.

SELECT button

Character Select Screen: Returns to the title screen.

START button

Menu: Confirms menu selection, starts a new game, and challenges other player in Arcade mode.

Game: Pauses the game and displays Pause menu. See page 10 for more information.

△ button

Menu: Exits the current menu.

Game: Performs a throw.

○ button

Menu: Not used.

Game: Transform into beast form (beastorize), performs a beast move while in beast form.

× button

Menu: Confirms menu selection.

Game: Performs a kick move.

□ button

Menu: Not used.

Game: Performs a punch move.

left/right analog sticks, ANALOG mode button, mode indicator

This game is only compatible with the vibration function of the DUALSHOCK™2 analog controller. Analog input is not used.

The vibration function is turned ON/OFF in the Options menu, regardless of the status of the mode indicator. See page 11 for more information.

Various moves can be performed by combining the directional buttons and **O/X/□/R1** buttons. See the included moves list starting on page 20 for the commands of each character's moves.

The in-game button functions described above and on the previous page follow the default button assignments. You can use the Controller Config in the Options menu to reassign them. See page 12 for more information.

STARTING THE GAME

Insert the Bloody Roar 3 game disc into the PlayStation®2 console, and a Memory Card (8MB for PlayStation®2) into MEMORY CARD slot 1. When the title screen is displayed after the opening movie, press the **START** button.

MEMORY CARD (8MB FOR PLAYSTATION®2)

This game uses a memory card (8MB for PlayStation®2) to save the game data. Only one set of Bloody Roar 3 data can be saved to a memory card (8MB for PlayStation®2), and it requires a minimum of 136KB of free space. You can play the game without a memory card (8MB for PlayStation®2), but you will not be able to save any game data. Additionally, MEMORY CARD slot 2 is not used in this game; please use MEMORY CARD slot 1.

Note: In the menu screens, the **directional buttons** will be used to highlight selections and the **X button** will be used to make the selection.

GAME MODES

In the Character Select screens and the Loading screens, the left half of the screen is for the first player, and the right half is for the second player.

ARCADE

Arcade mode is a direct port of the arcade title Bloody Roar 3, with a storyline added to each character. The main focus is single-player versus CPU battles, but another player can challenge you in the middle of Arcade mode.



How to Start Arcade Mode

When the Character Select screen is displayed, choose the character that you want to use. To return to the title screen, press the **SELECT** button. There are three different colors/costumes for each character; press the **O**, **X** or **□** buttons to pick the color. You may also pick your character and the color randomly by pressing the **L1** button. Your first opponent will be chosen automatically after your character's prologue sequence. If you win the battle, you will move on to the next opponent. If you lose, the Continue screen will be displayed.

Continue

If you press the **START** button before the countdown reaches zero, the Character Select screen will be displayed. You can challenge the opponent with the same character that you were using, or you can pick a different character. There is no limit to the number of times the game can be continued.

Challenge

You can challenge the other player who is playing the Arcade mode by pressing the **START** button on the second controller. The battle will begin after you choose your character and the stage.



VS BATTLE

This mode is designed specifically for two-player versus fighting.

Two controllers are required.

How to Start VS Battle Mode

When the Character Select screen is displayed, each player must choose a character to use in battle. There are three different colors/costumes for each character; press the **O**, **X** or **□** buttons to pick the color.

Next, the player who chose their character first must also choose the stage. Use the directional buttons to select. After the battle, you will be brought back to the Character Select screen.



SURVIVAL

Survival mode is a special single-player versus CPU battle mode where you try to beat as many opponents as you can in a row. Your life guage will not fully recover after each battle, and the game setting is fixed to single-round, 60-second battles.

How to Start Survival Mode

When the Character Select screen is displayed, choose a character that you want to use. The opponents and stages will be chosen automatically.

PRACTICE

In the Practice mode, you can practice your moves and combos on the CPU-controlled dummy. You can also assign the dummy's behavior.



How to Start Practice Mode

When the character select screen is displayed, choose your character, the dummy character, and the stage. You can change the dummy's settings if you pause the game. By pressing the **SELECT** button, the characters will instantly return to the default positions.

Practice Mode Settings

In addition to the regular pause menu, you can change various settings here. Press the **START** button in Practice mode to access these settings.

Action: Select the dummy's behavior with the directional buttons.

Standing: Stands still.

Crouch: Keeps crouching.

Jump: Keeps jumping straight up.

Escape: Performs Guard Escape repeatedly.

CPU Level 1-5: The dummy attacks you. The dummy gets stronger as the number increases.

Blocks After Taking Damage: After receiving a hit, the dummy blocks the rest of the attacks.

Throw: Performs throw repeatedly.

Defense: Blocks all moves that are blockable.

Key Record & Replay: Lets the player program the dummy's actions. See page 10 for more information.

Manual Operation: Lets another player control the dummy's actions, using a separate controller.

Lever Recover: Turning this on will reduce the duration of stun and knockdown.

Damage Recovery: This changes the dummy's Air Recovery timing. 1-7 corresponds to the number of hits the dummy takes before performing Air Recovery. However, the dummy will perform Air Recovery only when it is able to do so.

Counter Hit: Turning this on will force the dummy to receive all hits as counterattacks.

Beastorize: By turning this on, the dummy will be in beast form.

Throw Escape: By turning this on, the dummy will evade throws.

Guard: Lets you choose if you want the dummy to block your attacks or not. Heavy Guard OFF forces the dummy to only perform Light Guard.

All Display: Lets you choose if you want on-screen information, such as the Beast Gauge, to be displayed or not. By turning it off, the Key Display (controller input display) will not be displayed either.

Key Display: Lets you choose if you want the Key Display (controller input display) to be displayed or not. This will not affect the rest of the on-screen information.

Character Select: Lets you select the characters and stage.

Key Record & Replay

First, you need to input the dummy's actions. By pressing the **L2 + R2** buttons, the message "Recording" will be displayed on the upper-right-hand corner of the screen. During this time, use your controller to control the dummy.

To end the recording session, press the **L2 + R2** buttons again. The message "Recording End" will be displayed. By pressing the **L2 + R2** buttons for a third time, the message "Replay" will be displayed on the upper-right-hand corner of the screen, and the recorded actions will be replayed.

Practice Mode Screen

Current Action setting: Display of the move type (High, Middle, Low). The left side is for the first player, and the right side is for the second player.

Key Display: The player's inputs are displayed here.



PAUSE MENU

A menu will be displayed when the **START** button is pressed during gameplay. Use the directional buttons to select the menu item, and the **X** button to confirm your selection.

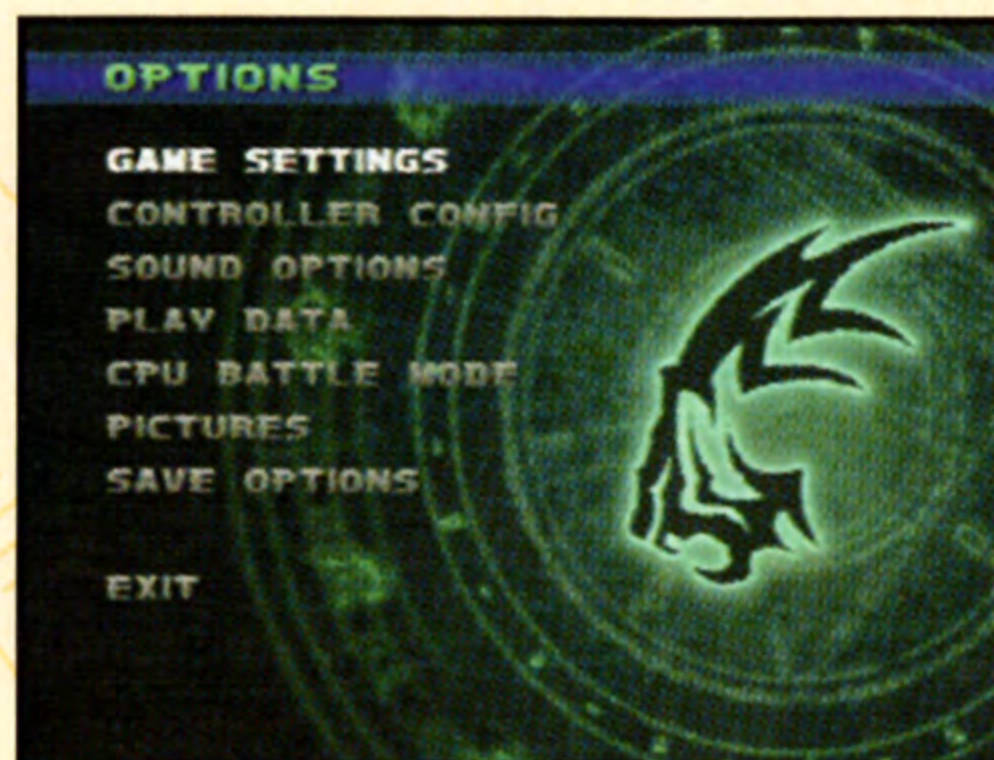
Resume: Resumes the game.

Controller Config: You can change the controller button assignments. See page 12 for more information.

Quit: Quits the game and returns to the title screen.

OPTIONS

In the Options menu, you can change the game settings, such as difficulty and sound, and check your records. Use the directional buttons to select the menu item, and the **X** button to confirm your selection. The **Δ** button cancels the selection, or returns to the previous screen.



GAME SETTINGS

Difficulty: This sets the CPU strength (difficulty). There are eight levels, and the CPU gets stronger as the number increases. The default setting is 4.

Attack Level: This sets the overall damage level. There are eight levels, and the damage increases as the number increases. The default setting is 4.

Time Limit: This sets the time allotted for a single round. The options are: 20, 40, 60, 90, and unlimited. The default setting is 60.

Match Point: This sets the number of rounds you need to win in order to win the match. You can select a value between 1 and 5. The default setting is 2.

Vibration: This turns the analog controller's vibration function ON/OFF. The default setting is OFF.

Wall Display: This sets the visibility of the wall in front of the characters. The options are: Side ON (show wall; semi-transparent), Side OFF (hide wall). The default setting is ON.

Blood: This turns the blood graphics display ON/OFF. The default setting is ON.

Default: This sets all the above items to default.

CONTROLLER CONFIG

You can change the controller button assignments in this menu. This is accessible from the Pause menu as well.

How to Use CONTROLLER CONFIG

After the menu is displayed, hold down the button whose function you want to change, and use the left/right directional buttons to assign the new function. When you are done, press the **START** button to exit.

By pressing the **SELECT** button, the functions will return to the default setting as described on page 5.

Abbreviations

P = Punch Move

K = Kick Move

B = Beastorize/Beast Move While in Beast Form

G = Heavy Guard

+ = Press Buttons Together

↑ STEP = Step Into the Screen

↓ STEP = Step Out of the Screen

CPU BATTLE MODE

This mode is for watching two CPU-controlled characters fight each other. You can choose the characters, colors/costumes, and the stage.

PICTURES

You can view the pictures/movies that are used in the game. Initially, only the opening movie is available; more will become available as you finish the game in Arcade mode with different characters.



SOUND OPTIONS

Output Select

This switches the type of sound output between stereo and mono. The default setting is stereo. Please adjust the setting according to your television's capability.

BGM Volume/SE Volume

This sets the volume of the background music/sound effects. The default setting is 100.

BGM Player

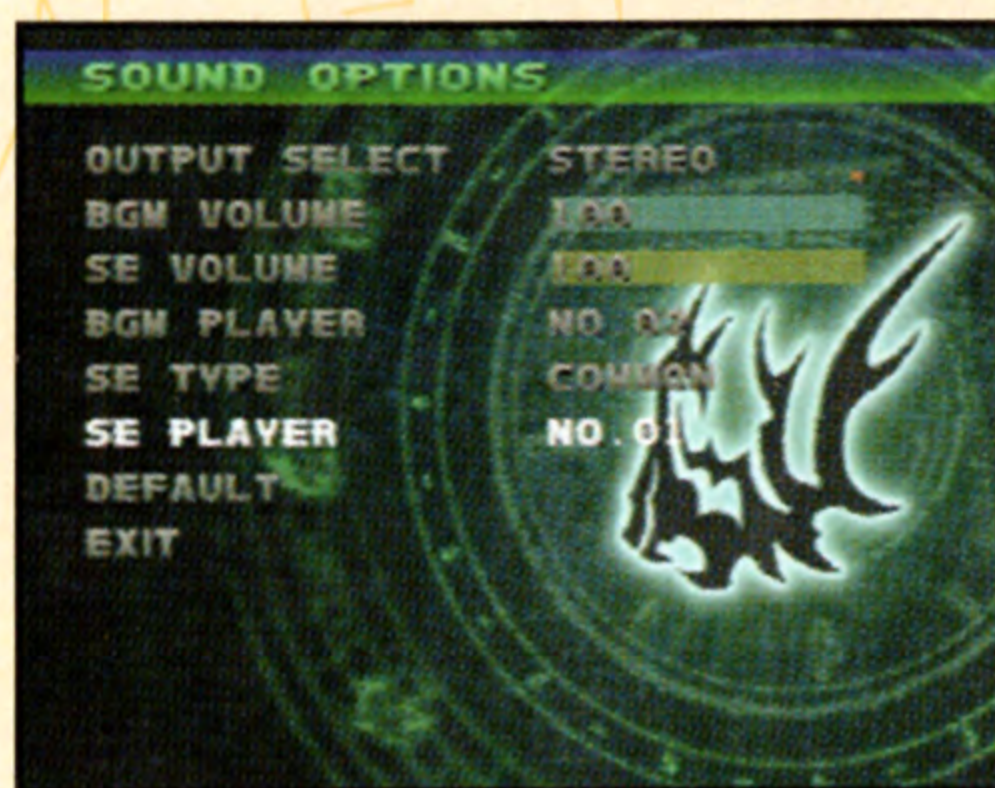
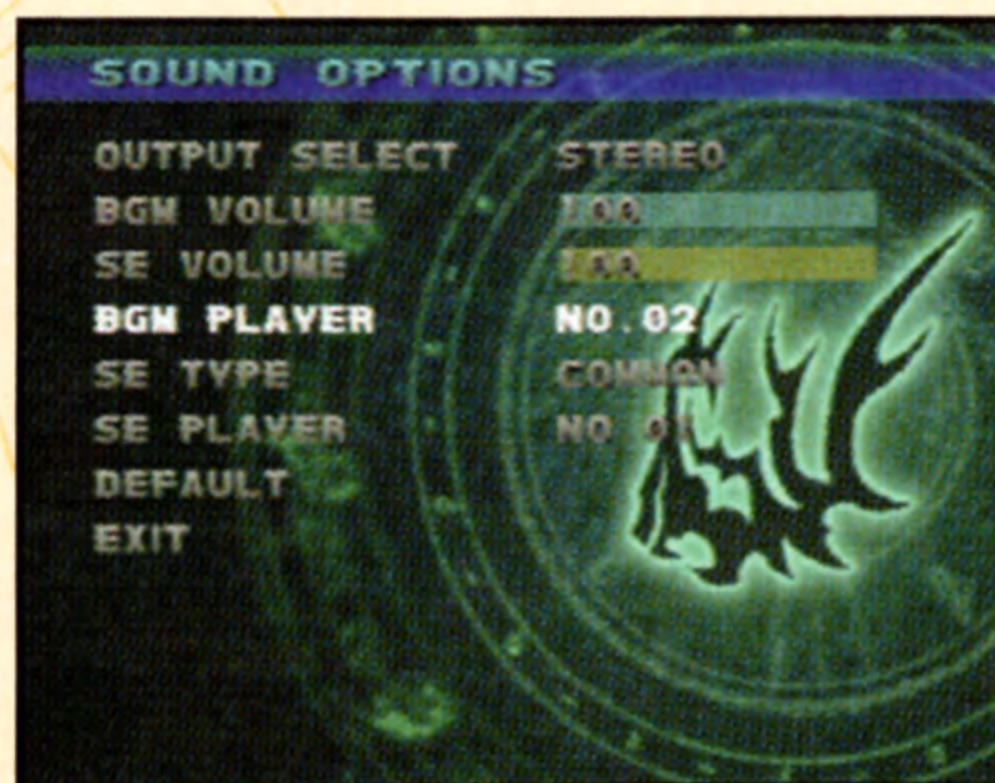
You can listen to the background music. Select the track with the left/right directional buttons.

SE Type/SE Player

You can listen to the sound effects that are used in the game. Choose the stage and character in SE Type, then select the track in SE Player.

Default

This sets Output Select, BGM Volume, and SE Volume to default.



PLAY DATA

You can view various statistics, such as rankings and character usage.

Arcade Ranking

The ranking is displayed according to the time it took to finish the game in Arcade mode.

Arcade VS Ranking

The ranking is displayed according to the number of consecutive wins of versus battle in Arcade mode.

Survival Ranking

The ranking is displayed according to the number of stages beaten in Survival mode.

Play Data

Displays the number of times the character was used, the percentage of character usage, win rate against CPU, and win rate against human opponent for each character.

VS Diagram

This is a chart of the characters' win rate against different characters.

SAVE OPTIONS

You can change the memory card (8MB for PlayStation®2) settings and save and load data here.

Auto Save

This turns the auto save function ON/OFF. The default setting is OFF.

Load

This loads game data from the memory card (8MB for PlayStation®2) in MEMORY CARD slot 1.

Save

This saves game data to the memory card (8MB for PlayStation®2) in MEMORY CARD slot 1.

GAME SYSTEM

GAME SCREEN

Life Gauge: Displays the character's remaining life. The Life Gauge will fully recover at the beginning of each round, except in Survival mode.

Time: Displays the remaining time for the round.



Rounds: Displays the number of rounds required to win the match. A red icon indicates that you have won a round.

Beast Gauge: When the button icon is displayed, you can change into beast form by pressing the **O** button.

The left half of the screen is for the first player, and the right half is for the second player.

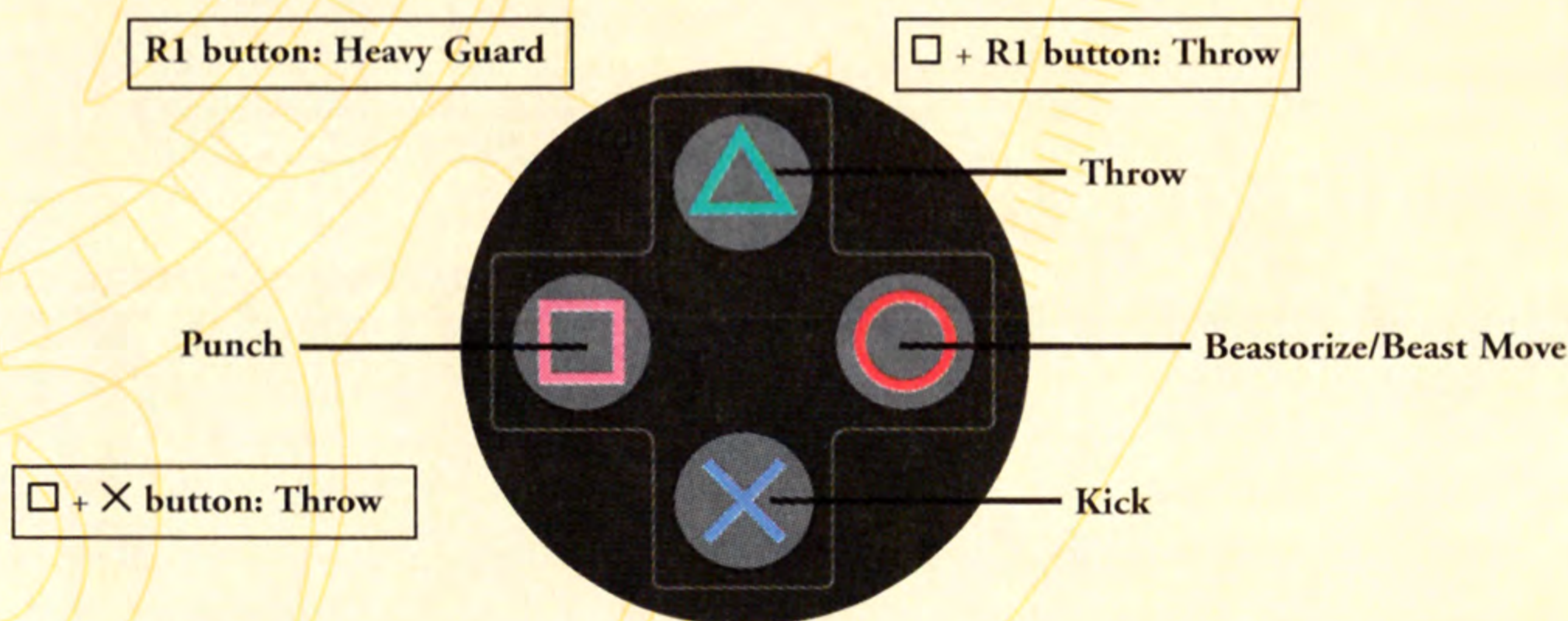
WIN CONDITIONS

You win a round if you knock out the opponent by depleting the opponent's health, or have more life than the opponent when the time runs out. If you and the opponent have the same amount of life at the end of the round, it is considered a draw and each player will receive a win. You win the match when you accumulate the predetermined number of round wins. If the final round results in a draw, a sudden-death round will take place.



IN-GAME CONTROLS

The directional commands apply when the character is facing right. Reverse the commands when facing left.



Throw: You can perform a throw by pressing either the Δ button, $\square + R1$ buttons, or $\square + X$ buttons.

Duck: **R1** button + $\downarrow\downarrow$. You can evade high and middle attacks by ducking.

BLOCKING MECHANISM

Whether a particular attack can be blocked or not depends on the attack type and the character's condition. While in the air, you can block an attack once.

	High Block	Low Block	Air Block	Duck
High Attack	Y	—	Y once only	—
Middle Attack	Y	N	Y once only	—
Low Attack	N	Y	Y once only	N

Y: Blockable

N: Unblockable

—: Attack misses

LIGHT GUARD

Directional buttons in neutral position

There is a little delay after blocking, but you cannot block Guard Break moves.

Press **↓** for Low Light Guard.



HEAVY GUARD

← or **R1** button

You can block Guard Break moves, but there is a longer delay. Press **↓** + **R1** button or **←↓** for Low Heavy Guard.



GUARD ESCAPE

Directional button toward the opponent + **R1** button

By pressing the directional button toward the opponent and **R1** button together right before the attack hits, you can evade the opponent's attack.



AIR RECOVERY

If you are launched into the air by the opponent, pressing the \square and \times buttons together allows you to recover in the air. Instead of being knocked down, you can attack immediately.

GUARD BREAK

Some moves have a part of the body flash before it is executed; they cannot be blocked by Light Guard.

GUARD ATTACK

$\downarrow(\leftarrow \downarrow) \leftarrow$ + the \square or \times buttons

This move, indicated by green lightning around the body, attacks the opponent while performing High/Middle Light Guard. The button to press (the \square button or the \times button) for the command, and the effect of the move, are different for each character.



SIDE STEP

Side Stepping allows you to move into or out of the screen. To step into the screen, press the **L2** button. To step out of the screen, press $\downarrow\downarrow$ or the **R2** button.

THROW EVASION

You can evade a throw by pressing the \square + \times buttons or the \square + **R1** buttons immediately after the opponent executes a throw.

RECOVERY

Moving the directional buttons in circles and pressing the **R1** button rapidly while stunned or knocked down reduces the amount of time needed to recover.

BEAST FORM

In *Bloody Roar 3*, the battle tactics revolve around three factors – beast form, hyper-beast form, and Beast Drive. Changing into beast form, in particular, is essential for being successful in battle.

CHANGES IN THE BEAST GAUGE

The Beast Gauge turns blue as you change back into human form, and you cannot beastorize for a while. The gauge increases gradually as you perform moves.

When the blue gauge fills up completely, it becomes empty again and a button icon appears. At this time, you can press the **O** button to beastorize. The Beast Gauge is in this state at the beginning of a battle. If you choose to remain in human form, the gauge turns yellow and starts to increase.

Once you change into beast form, the Beast Gauge will not increase. Rather, it decreases as you sustain damage from the opponent. When the gauge becomes zero and you are knocked down, you automatically revert to human form, and the gauge turns blue (as long as you are not knocked down, you will remain in beast form).

WHEN IN BEAST FORM...

The following are the benefits of beast form:

1. You can perform beast moves by pressing the **O** button.
2. When knocked into the air, your body will not rise as high as it does in human form.
3. New Cancel Points (parts of certain moves where you can shift to another move) become available.
4. You can perform a Beast Drive once.
5. Your Life Gauge recovers a limited amount.
6. The amount of damage you inflict increases.

LIFE GAUGE RECOVERY

30% of the damage received in human form can be recovered while in beast form. When you beastorize, the recoverable amount of health is displayed as a semi-transparent bar. Your life will recover as time passes, but not when you are blocking. Also, when you revert to human form, the recoverable amount of health becomes zero.

HYPER-BEAST FORM

R1 + O + □ buttons, or the **R1 + O + X** buttons

The crest appears when the yellow Beast Gauge fills up completely (while in human form). Anytime thereafter, you can turn into hyper-beast form for 12 seconds by entering the above command. The following are the benefits of hyper-beast form:

1. The time stops.
2. Your speed and the amount of damage you inflict increase drastically.
3. You can shift to another move from any part of any move.
4. Within the time limit, you can perform Beast Drives without reverting to human form. See below for more information.
5. Your Life Gauge recovers at a faster rate than in beast form.

You can turn into hyper-beast form only once per battle, and when the time runs out and you revert to human form, the Beast Gauge disappears and you will not be able to beastorize for the rest of the battle.

BEAST DRIVE

Beast Drives are the most powerful of the beast moves, with tremendous damage potential, but once you enter the command, you will revert to human form whether you successfully hit the opponent or not. The only exception is the hyper-beast form; as long as you are within the time limit, you can perform as many Beast Drives as you want. See the included moves list starting on page 20 for the commands of each character's moves.



CHARACTER SPECIAL MOVES

YUGO

One Two Body Upper	↗ P → P → P
Silver Wolf Knuckle	↖ P
Counterblow	↗ K ← P
Meteor Crash	↖ B ↓ B
Clinch	↗ P + K
Heart Break Blow	→ P → P → P
Champion Straight Punch	← P ← P ← P
Dragon Finish Blow	↗ P ↖ P
Final Machine Gun Upper	↘ P ↘ P ↘ P ↘ P
Low & Step In	↓ K ↘ K
High Speed Combination	P P P P
Phantom	↖ K ↗ P
Panther Two	→ → K P P
Claw Twin Knuckle Slash	B P P B
Flicker Lightning	↗ K P P P P → K
Spiral Kick	K ↓ K
Leg Slash	P P ↖ P
Bloody Roar	↗ B

↗ ↗ B
Spiral Fang

BEAST DRIVE

↖ ↖ B
King of Breaker

ALICE

Blitz River Throw	P K P ↓ K
Sway Kick Combination	← P K
Through Punch Upper	→ P → P
Rabbit Step	↘ P P P ↓ K
Low Rabbit Knee Rush	↓ B ↓ B B B B
Leg Beat Combination	↘ K K K
Somersault	↓ ↑ K
Triple Somersault	↖ K ← K ← B
Rabbit Spiral	↗ P
Spring Slap	↖ P
Rabbit Slide	↗ K
Somersault kick	↖ K
Low Sway Kick Combination	← P ↓ K
Squat Combination	↓ P ↓ K ↓ K
Rabbit Somersault	↘ K K ← K
Rabbit Blast	↘ K K ↖ B
Rabbit Step Hammer	↘ P P P ↑ B
Low Rabbit Slider Rush	↓ B ↓ B ↓ K ↓ P

↗ ↗ B
Bunny Love

BEAST DRIVE

↖ ↖ B
Lifting Star Lane



LONG

Consecutive Strike	P P P (to six-level combo)
Cross Attack	B B B
Rotation Back Gate Elbow	P K ↓ K → → P
Hawk Shoulder Plant	↘ P P
Consecutive Attack	← → K → B ↓ P

↑ ↑ B
Course to Heaven

BEAST DRIVE

↑ ↑ B
Ferocious Tiger Laceration



SHINA

M-VI Stinger	P P P K
M-VI Nupperm	P P ↓ K
M-VI Nupperm Fake	P P ↓ P
Hunting Arrow	→ P K
Assault Kick Mine	→ K K K ↓ K
Triple Low Scratch	B B ↓ B
Pile bunker	← → K
Lightning Slash	↘ P → B B ← B
Hunting Double	→ P P P
G-III Combination	K K K
Assault Kick Bomb	→ K → K K
Angry Crow Judgment	B B B
Triple Low Scratch	B B ↓ B
Fake Mine	→ ← K
Trident Shoot	↑ K
Scramble Snatch	↗ K
G-III General Attack Combination	K K → K K K P P P K
Flying Drop	↗ K ↓ ↑ K ← → B

↑ ↑ B
Mad Trap

BEAST DRIVE

↑ ↑ B
Cross Blade Zapper





STUN

Hand Knife Combination	↓ P K
Shell Rush Guillotine	P P P K
Shell Slasher	P K P P
Lightning Mine	← → P
Bio Shock	→ ← P
Drag	← P + K
Spiral	↓ ↓ P + K
Dark Sanction Combination	↺ P + K ↓ ↓ P + K ↓ ↑ P + K
Thrust Knee Smash	→ K K
Thrust Knee Crash	→ K ↓ K
Chaos Beetle Rush	B B ↓ B ↓ B
Violence Beetle Rush	B B ↓ B ↘ B ↑ B
Grasshopper Leg	↺ K
Spider Drop	↗ P
Antler Bomb	↺ P
Hornet Grab	↗ K
Combination Antler Bomb	→ K ↓ K ↺ P
Brain Crash Bomb	↗ P + K ↺ P + K



VTOL Basher

BEAST DRIVE



Boosting Burst

SHENLONG

Snake Elbow	P P P (to six-level combo)
Cross Blow Attack	B B → B
Low Rolling Sobat	P K ↓ K
Double Cross Crow	↑ P (to six-level combo)
Ring Cross Attack	B B B
Enemy Grasp Sun & Moon	↺ B B B B ↓ B
Snake Attack	↗ P
Rolling Sobat Combination	↺ P
Stride Kick	↗ K
Shadowless Kick	↺ K

Snake Kick	Asian Attack	Snake Stride Kick
↓ K	P	→ K
↗ P	K	↓ P
Back Blow	High Kick	Low Blow
Ending Blow	→ → P	End of Tiger
Low Double Hand Blow	↓ ↓ P	Shadowless End.
Rolling Heel Kick	← K	Circling Kick
		↓ ↓ K



Tiger Darkness Attack

BEAST DRIVE



Ferocious Tiger Laceration



XION

C-A-I-N	P P P P
A-B-E-L	P P ↓ P P
Lunatic Attack	P P K
Crimson Lunatic	P P P K K K K
Paradise Lost	→ P P B
Moebius	↘ P P
Spiral Babel	→ → K K K K K
Velvet Chain	K K K
Tyrant	B B B
Darkness Baron	→ B B B B ↑ K
Crusader	← P P
Rolling Blade Combination	↙ P P K
Chain Breaker	K K B
Guilty Chain	K K ↓ K K K K K
Mystic Slicer	→ K K K
Mystic Rink	→ K P K
Striker	↓ B B
Song to Naught	(when ducking) B B



Outbreak

Ascension to Heaven

BUSUZIMA

Busuzima Kick	→ P K
Back Attack	↘ P ↘ P ← P
Chopping	K ↓ K P P
All Open Transparent Kick	P P P K ↓ K
All Open Upper Punch	P P P B
Busuzima Head Butt	← → B
Grand Elastic Punch	← B ← B ← B ← B
Heaven Elastic Upper Punch	↑ B ↑ B ↑ B ↑ B
Busuzima Punch Combination	→ P → P → P → P → P → P
Busuzima Kick Combination	→ P → P → P → P K
Hooligan Fake Kick Combination	→ K → K → P
Double Slider	↙ B ↓ B
Running Chop	↗ P
Busuzima (Poison Island) Serious	↗ K
Serious Punch	↗ K P P P
Serious Kick	↗ K K K
Dokujima Exercise	↖ K K K K K K
All Open Hell Attack	P K P P P K ← K



Ultimate Die Through

Busuzima's Mandala

JENNY



Passionate Heal Rush	→ K K K K K
Enamel Blade	↘ K K K K
Complete Disorder	B B B B B
Nightmare Walking	→ B B B
Twisted Explosion	↗ P K K K K K K K
Drill Talon	↖ B B or P or K
Air Blast	(in the air) B B B
Spiral Talon	(in the air) → B B B
Step Slap	P P
Back High-heeled Kick	→ K K K ← K
Sly Kick	↓ K K
Gross Edge	(when ducking) K K
Wind Slider	B B B ↓ B
Twist Heal Change	↗ P K K ↓ K
Bat Wing Blade	↗ B
Enamel Wall Wind	↘ K K ↓ K K
Slap & Nightmare	P P → K K K → B B B
Slap & Disorder	P P B B B B B

↗ ↗ B
Sky High Tempest

BEAST DRIVE

↖ ↖ B
Crimson Glider

BAKURYU



Spiral Shadow Blade	P P P P → P
Flowing Shadow Circular Kick	↘ P K
Gale Crescent Moon Drop	→ → K K K
Poisonous Claw Machine Gun	→ B B B B B
Flying Line Drop	→ ← P
Flying Kick	→ ← K
Shadow Bound	(when ducking) P
Dragon Sword	(when ducking) B
Sword Drop Blade Kick	P P K K
Fang Drop Hammer Moon Shadow	P K K → K ← K ↑ P
Lightning	(when ducking) K K
Poisonous Claw Slash	B B B
Snow Light Line Drop	↗ P
Smoke Bomb	↗ K
Smoke Spiral Kick	↖ K
Rising Scrape Up	↖ B
Poisonous Claw Spiral Shadow Blade	P P P P B B B
Dancing Lunge	→ B B B B ↘ P ↗ B

↗ ↗ B
Double Inferno

BEAST DRIVE

↖ ↖ B
Magic Spear

URIKO

Thunder Dance	P P ← P P (to six-level combo)
Thunderclap Peace	↗ B B (when hit) B
All Around 1-2-3	P K K ↑ K
Supreme Penetrating Bow Thigh	→ → P K
Wings of the Phoenix	↖ B (← B six times)
Double Kick Combination	→ K K
Thunder Blade	P P ↓ P
Rolling Punch	→ → P P
Dance of the Cat	B B B
Rubbing Nail Peace	↗ B K

Single Cobalt	↔	Rebellious Kick	↔	Cornered Mouse Attack
P	↔	K	↔	P
↕				↕
K	↔	Phoenix Six-Level Combo Ring	↔	K
		↓ P		↓ K
Twin Nail Thigh Drop		Grasp Sun & Moon		Grass Piercing Thigh
End of Six-Level Combo Ring	Jaw Buster	↔ P	Heaven's Despair	← P
	Cont. Gem Bombardment	↓ P	Scream Dream	→ K
	Mt. Fuji Cross	← K	Und. Snow Cont. Kick	↓ K

↗ ↗ B
Surprise Cat Pounce

BEAST DRIVE

↖ ↖ B
Dance of the Phoenix



GADO

Shotgun Combination Drive	P P → K
Tomahawk Basher	→ P P P
Shell Slash	↘ P ↓ K
Tropper Comb	K K K
Skyruncher Strike	→ K K K
Triple Scratch	B B B
Destroy Scratch	→ B B
Absolute Fire	← → P
Shotgun Combination Fire	P P → P
Spinning Strike	← P P
Site Break	(when ducking) P P
High Command Edge Combination	K K → K K K
Heat Capture Middle Kick	↗ P (when hit) K
Heat Capture Low Kick	↗ P (when hit) ↓ K
Bloody Ridge	↑ B ↗ B
Heat Blaster Double Claw	K ← P P B B
Heat Blast Skyruncher Strike	K ← P P B → K K K
Pressure of Tyrant	↖ K ← → P ↗ P ↖ P

↗ ↗ B
G-Bomber

BEAST DRIVE

↖ ↖ B
G-Cannon



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